UK's OFFICIAL SEGA COMIC

STARRING SONIC THE HEDGEHOG™

SONIC THE COMIC

WELCOME TO THE PLEASURE ZONE!

SONIC STORIES

SCREAM THEME PARK! HEROES & VILLAINS!

NEW TAILS STORY

TROOPER TROUBLE!

KNUCKLES

VILLAGE OF THE DAMNED!

SONIC 1
Q ZONE!

REVIEWS
SUMMER OLYMPIC GAMES!

BAKU BAKU!

GRAPHIC ZONE
CLOWNS AROUND!

£1.20 • Nº 85
30 AUGUST 1996

9 770969 304037 85

FORTNIGHTLY

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

The Summer Bank Holiday's coming up, which means an extra opportunity to pester parent-humes! Mind you, if you're *tired* of doing that, let *STC* suggest other ways to put your holiday to good use. I mean, you could always invite a fellow Boomer over to discover what's going on in this issue...

What's this? Sonic in a *police cell*! Find out what the 'ello, 'ello's going on in Heroes & Villains. Knuckles looks set on having his own barbecue in part two of Village of the Damned; lets just hope it's nothing like the taxing experience had by Tails in his latest adventure Trooper Trouble! Also, Shortfuse visits the Thrillworld Theme Park and gets to grips with the pit plunge roller coaster in Sonic's World.

The Review Zone puts the spotlight on the Summer Olympic Games and Baku Baku, plus Sonic gets the chance to clown around courtesy of your handywork in the Graphic Zone.

Still can't think of anything to do for the Bank Hol., then get your teeth into another Chewits' comp and you could win either a T-shirt or a baseball cap.

Right Boomers, it's time to *temporarily* switch off my memory circuit. I mean, what could be more relaxing than having no recollection of the humes-who-think-they're-in-charge? Now that's what I call a memory *bank* Holiday (groan!). See you in two weeks time.

Megadroid

SONIC BASEBALL JACKET WINNERS!

Remember when *STC* had five **Sonic Baseball Jackets** to give away, each bearing the **Sonic 2** logo. Well, every Boomer in the land wanted one, but alas, only five are able to strut their stuff with pride!

Congratulations to:-

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E Finchley, London.

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Sheffield, S Yorkshire.

Scott Irwin,
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Joseph Morris,
Brentwood, Essex.

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- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

Published every other Wednesday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU. Tel: 0171 344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in England by BPC Magazines (Colchester) Ltd., A member of The British Printing Company Ltd. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by Pre-Press Services Ltd., Leeds.

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Distributed by Seymour, Windsor House, 1270 London Road, Norbury, London SW16 4DH. Tel: 0181 679 1899 (Customer Services). Advertising: Tel: 0171 344 6411. ISSN 0969 3041.

SEGA

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MEGA DRIVE

1	●		BRIAN LARA CRICKET '96
2	●		TOY STORY
3	●		FIFA SOCCER '96
4	●		SONIC AND KNUCKLES
5	●		TAZ-MANIA: ESCAPE FROM MARS
6	↑		MICRO MACHINES 2
7		NEW	TOTAL FOOTBALL
8	↓		MEGA BOMBERMAN
9	↓		MS PACMAN
10	●		SONIC THE HEDGEHOG 2

SATURN

1		NEW	GUARDIAN HEROES
2	↓		EURO '96
3	●		VIRTUA COP
4		RE	PANZER DRAGOON
5	●		SEGA RALLY
6	●		FIFA SOCCER '96
7	●		VIRTUA FIGHTER 2
8	↓		STREET FIGHTER ALPHA
9	↓		WIPEOUT
10	↓		X-MEN: CHILDREN OF THE ATOM

MEGA-CD

1	↑		BRUTAL: PAWS OF FURY
2	↑		B.C. RACERS
3	↓		REBEL ASSAULT
4	↓		SOULSTAR
5		RE	BATMAN RETURNS
6	↓		ETERNAL CHAMPIONS
7	↑		THUNDERHAWK
8	↓		WORLD CUP USA '94
9	↓		TOMCAT ALLEY
10	↓		EARTHWORM JIM

GAME GEAR

1	↑		THE LION KING
2	↑		COLUMNS
3	↑		SONIC THE HEDGEHOG
4	↓		SONIC THE HEDGEHOG 2
5	↑		SONIC CHAOS
6		RE	COSMIC SPACEHEAD
7		RE	MORTAL KOMBAT 3
8	↓		STAR TREK: GENERATIONS
9		RE	POWER RANGERS: THE MOVIE
10		RE	SONIC DRIFT RACING

SONIC THE HEDGEHOG™

Heroes & Villains Part 2

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE

AFTER ACCIDENTLY GETTING INVOLVED IN A BATTLE BETWEEN THE JUSTICE BRIGADE AND THE DISCRIMINATORS, SONIC FINDS HIMSELF IN A POLICE CELL.

HIS VISIT TO THE SPECIAL ZONE ISN'T GOING WELL.

FORGET IT, PAL, THAT CELL HAS IMPRISONED CHARACTERS TOUGHER THAN YOU!

NOW, LET'S GIVE IT ONE MORE TRY...

JUST WHAT IS YOUR INVOLVEMENT WITH THE CHAOTIX CREW?

NOTHING! I DIDN'T EVEN KNOW THEY WERE WANTED BY THE POLICE!

BUT NONE OF THAT'S IMPORTANT! I'M HERE IN TEK CITY TO FIND SUPER SONIC...AS LONG AS HE'S AT LARGE, YOUR WHOLE WORLD IS IN DANGER!

YOU'RE NOT GOING TO BELIEVE IT, LIEUTENANT FUROR, BUT THIS GUY'S PUT UP BAIL FOR THE HEDGEHOG!

LORD SIDEWINDER!

EXIT

YOU'VE GOT A NERVE COMING HERE, SIDEWINDER... I OUGHTA ARREST YOU TOO!

THERE WAS NO EVIDENCE TO LINK ME TO THAT NUCLEAR BOMB, LIEUTENANT, AS YOU WELL KNOW!

DON'T LEAVE TOWN, SONIC, I MAY HAVE SOME MORE QUESTIONS FOR YOU!

MEANWHILE, IN CHAOTIX'S SATELLITE HEADQUARTERS...

OH CRIMINY, OH DE DO DEARY ME!

SHUT UP, CHARMY, YOU'RE NOT HELPING!

BUT HE'S GOT A POINT, VECTOR... SOMEBODY SHOULD HAVE TOLD SONIC WE WERE WANTED BY THE POLICE!

LOOK, ESPIO, WE WEREN'T GUILTY OF THAT ROBBERY...

ONE DAY WE'LL CLEAR OUR-SELVES AND...

BUT RIGHT NOW WE NEED TO FIGURE OUT HOW TO RESCUE SONIC...

OMNI, ISN'T THERE SOME WAY YOU CAN TRANSPORT SONIC OUT OF HIS CELL?

NO WAY, VECTOR, THE COPS USE AN ENERGY BARRIER AROUND ALL THEIR STATIONS... I JUST CAN'T GET THROUGH!

ON THE OUTSKIRTS OF TEK CITY STANDS THE FAMILY RESIDENCE OF LORD SIDEWINDER.

I STILL DON'T UNDERSTAND WHY YOU BAILED ME OUT. WHAT DO YOU WANT?

I'LL EXPLAIN EVERYTHING TO YOU SHORTLY, SONIC! BUT FIRST I'D LIKE YOU TO MEET MY, ER... ASSOCIATES!

LET ME INTRODUCE LIGHTMARE, MR FRY AND BIO-HAZARD!

ER, HI GUYS...

LOOK, LORD SIDEWINDER, THERE'S SOMETHING GOING ON HERE... I THINK IT'S TIME I FOUND OUT WHAT IT IS!

THEN LOOK BEHIND YOU, MY IMPATIENT FRIEND!

SO, WE MEET AT LAST!

SUPER SONIC!

THAT'S RIGHT, SONIC. SUPER SONIC AND I HAVE COME TO A LITTLE ARRANGEMENT!

SIDE-WINDER, ARE YOU CRAZY? DON'T YOU UNDER-STAND? YOU CAN'T MAKE DEALS WITH THIS... THIS CREATURE!

NONSENSE! IN RETURN FOR MY DELIVERING YOU TO SUPER SONIC, HE HAS AGREED TO JOIN MY GROUP! WITH HIS HELP I WILL SOON RULE THE WHOLE OF PLANET MERIDIAN!

THE ONLY THING HE KNOWS HOW TO DO IS DESTROY!

YOU CAN'T TRUST THIS MONSTER!

SONIC'S QUITE RIGHT OF COURSE.

WHAT? BUT YOU SAID...

WHOOOOM!

HAHAHA HA HA!

DON'T WORRY, YOU ARE ALL *PROTECTED* BY AN ENERGY SHIELD... I WANT THE PLEASURE OF *DESTROYING* EACH OF YOU *PERSONALLY!*

WE'LL JUST BE SEEING ABOUT THAT, *MATEY!* I JUST NEED A JIFFY TO MIX MY *POTION!*

I TOLD YOU IT WAS *FOLLY* TO TRUST THIS DEMON!

GLG!

RIGHT, YOU *BLUMMIN BLIGHTER,* NOW WE'LL *FLIPPIN'* *WELL* SEE WHO DESTROYS WHO!

KA-ZAAP!

AGGGH!

DON'T BE *RIDICULOUS!*

I'LL DEAL WITH THE REST OF THESE *IDIOTS* IN MY OWN GOOD TIME.

BUT IT'S *YOU* I'M *REALLY* INTERESTED IN... I WANT TO TAKE MY TIME *DESTROYING* YOU!

IF YOU'RE SUCH A BRIGHT *SPARK*, WHAT ARE YOU WAITING FOR?

I HAVEN'T GOT *ALL* DAY, YOU KNOW!

FRA-ZAKK!

YOU'RE GOING TO HAVE TO BE A *LOT* FASTER THAN THAT, PAL!

SPAKK!

CALL THAT A SUPER SPIN ATTACK? MORE LIKE A *SUPER TICKLE* ATTACK!

YOU KNOW, I COULDN'T BELIEVE MY LUCK WHEN I HEARD YOU'D FOLLOWED ME INTO THE SPECIAL ZONE!

YEAH, WELL YOUR LUCK ENDS RIGHT HERE!

WHO D'YUH THINK YUH ARE? YUH DON'T SCARE US NONE, YUH FRINK!

LANGUAGE!

OOF! WATCH WHERE YOU'RE GOING, BIO-HAZARD!

DON'T WORRY, SONIC, I HAVEN'T FORGOTTEN ABOUT YOU!

FRANKK!

AGGGGH!

I WAS PART OF YOU FOR YEARS, SONIC. YOU TURNED INTO ME IN YOUR WORST MOMENTS! BUT NOW I EXIST AS A SEPARATE ENTITY! NOW, I AIM TO DESTROY...

STARTING WITH YOU!

NEXT ISSUE: ONLY ONE WILL SURVIVE!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

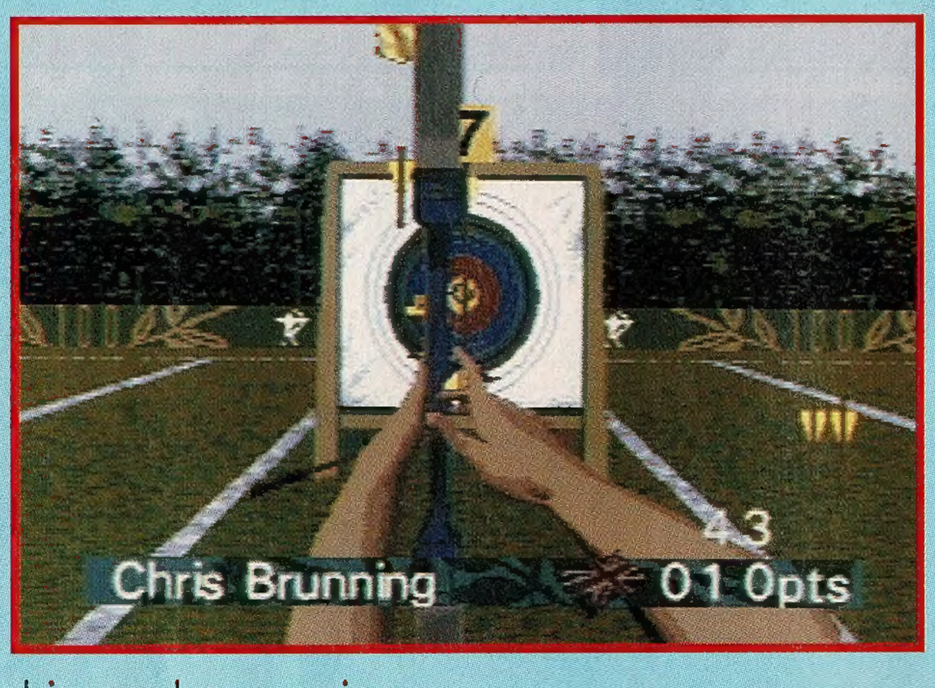
OLYMPIC SUMMER GAMES

Reviewed by David Gibbon

MD MEGA DRIVE

GAME TYPE: SPORT
PLAYERS: 1-8
PUBLISHER: THQ INTERNATIONAL
PRICE: £39.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

This summer has seen some scorching sporting activity with the Euro '96 football extravaganza, tennis at Wimbledon, and the grandpappy of them all - the Olympic games! The launch of the official **Olympic Summer Games** marks the occasion with style.



The game features 10 events which include everything from the 100 metre sprint to clay pigeon shooting and archery. Using an isometric viewpoint - as used in *FIFA Soccer* - the game includes realistic graphics and some nice touches such as the pole vaulter hitting the ground in despair having failed to make a jump.

Up to eight people can compete in **OSG** and each can choose from the 32 countries represented in the game. There's also the option of racing head-to-head against a friend in the 100 metre sprint and 110 metre hurdles. The music remains similar throughout and the sound effects are virtually non-existent, which is a shame as the atmosphere suffers without them, especially during tense gaming.

Olympic Summer Games should be satisfying enough for video game sports enthusiasts. However, it may prove difficult for younger players to win some of the events; strong fingers are required to press A and B alternatively at a rapid and consistent speed.

Nevertheless, it's terrific fun when playing with friends and definitely worth adding to any Mega Drive owner's collection. After all, why wait another four years to enjoy the Olympics?

FINAL COUNTDOWN

RAVES
Fun and challenging.

GRAVES
Running events cause aching fingers!

GRAPHICS 90
SOUND 62
PLAYABILITY 85
OVERALL 87

BAKU BAKU

Reviewed by David Gibbon

GAME GEAR

GAME TYPE: PUZZLE
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Ever heard of *Tetris*, *Columns* or *Doctor Robotnik's Mean Bean Machine?* Well, Sega have launched a much better puzzle game called **Baku Baku** for all you Game Gear owners. Even though the basic idea and look is very similar to those other *Columns* clones, there are some unmistakable differences. Instead of the usual way of trying to match the falling block with those already on-screen, you have to match an animal to its food!

The various animals that can fall are a dog, monkey, mouse, panda and rabbit. So, if you have a pile of bones on-screen, for example, and a dog's head comes down, the idea is to land the head on the bones and the dog will eat them! The remaining food types (bet you can't match them with the animals, Boomers - only kidding), are bananas, cheese, bamboo and carrots.

Baku Baku also includes other bonuses, such as the Munch Bunch Combo and the gold coins. The latter will clear all the food-type they land on, while the combo will cause a chain reaction as animals munch their way around the screen and gain you valuable points. This can be especially useful while playing against the Game Gear as it will fill the screen with enough food to bring on indigestion!

Baku Baku could well become a cult classic. Despite the similarity to other games, it has enough good ideas to stand on its own.

FINAL COUNTDOWN

RAVES
A fun and addictive challenge.

GRAVES
Don't bother if you don't like Columns!

GRAPHICS 87
SOUND 82
PLAYABILITY 93
OVERALL 90

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KNUCKLES

VILLAGE OF THE DAMNED

Part 2

Script: NIGEL KITCHING

Art: NIGEL DOBBYN

Lettering: ELITTA FELL

ON THE JOURNEY BACK TO HIS HOME ON THE **FLOATING ISLAND**, KNUCKLES SPENDS THE NIGHT IN A TAVERN SITUATED WITHIN A SMALL VILLAGE.

HIS HOPES OF GETTING A GOOD NIGHT'S SLEEP ARE SHATTERED WHEN...

HELP ME ...HELP!

WHAT'S **GOING ON**... WHO WOULD ORGANISE A PARADE **THIS** TIME OF NIGHT?

NO, NO PLEASE!

WELL, **WHATEVER'S** GOING ON, I DON'T THINK THAT GIRL IS **HAPPY** ABOUT IT!

SO I **GUESS** I'D BETTER HELP...

I JUST HOPE I'M NOT MAKING A **FOOL** OF MYSELF!

THWAKK!

IF I'M WRONG ABOUT THIS I'LL APOLOGISE LATER!

THE RED CREATURE... HE MUST NOT RESCUE THE SACRIFICE!

MUST NOT RESCUE THE SACRIFICE...

HOLD ON MISS, I'LL HAVE YOU UNTIED IN A SECOND!

HE MUST NOT RESCUE THE SACRIFICE!

THIS IS GETTING OUT OF HAND!

THOOM!

QUICKLY, WE'VE GOT TO GET AWAY FROM HERE ...WHERE CAN WE GO?

I KNOW A PLACE! THIS WAY... WE MUST HURRY!

SOON, IN A SMALL BARN ON THE EDGE OF TOWN...

YOU THINK WE'LL BE **SAFE** HERE?

WE **SHOULD** BE... FOR A WHILE ANYWAY.

SO **WHAT** WAS GOING ON OUT THERE TONIGHT? ALTHOUGH I CAN TAKE A GOOD **GUESS!**

TH...THEY WERE GOING TO **KILL** ME. I'M A **SACRI-FICE!**

A FEW MONTHS AGO, ALL THE PEOPLE OF THE VILLAGE JOINED THIS **WEIRD CULT!**

YESTERDAY, THEY DECIDED THAT THEY NEEDED A SACRIFICE TO THE **MOON GODDESS**... TO GUARANTEE A GOOD HARVEST THIS YEAR!

WE MIGHT AS WELL STAY **HERE** UNTIL MORNING... THEN I GUESS WE'LL HAVE TO COME UP WITH A **PLAN**, OR SOMETHING!

YOU GET SOME **SLEEP** AND I'LL KEEP **WATCH!**

NO! I CAN SEE THAT YOU'RE **EXHAUSTED**... YOU NEED SOME **REST!**

WELL, I MUST ADMIT I **HAVEN'T** HAD MUCH SLEEP THESE LAST FEW DAYS... OKAY, BUT WAKE ME IN **ONE HOUR** AND I'LL TAKE OVER THE WATCH!

ONE HOUR, **PROMISE?**

I PROMISE.

UNHH? WHA... WHAT'S HAPPENING?

THOUGHT YOU'D ESCAPED US, EH?

HOW DID YOU FIND ME?

I KNOW ALL ABOUT YOUR SICK PLANS. I KNOW ... WAIT, THE GIRL, WHERE IS SHE?

DON'T WORRY, I'M QUITE SAFE... AND AS FOR HOW THEY FOUND YOU SO SOON, WELL THAT'S EASY, I SHOWED THEM!

YOU ARE THE RED ONE. THE LEGENDS FORETOLD OF YOUR COMING... NOW YOU WILL HAVE THE HONOUR OF BEING OUR NEW SACRIFICE!

YOU PEOPLE ARE **CRAZY**... YOU CAN'T **SERIOUSLY** THINK YOU CAN IMPROVE YOUR CROPS BY **SACRIFICING** ME?

SILENCE! YOU DO NOT UNDERSTAND THE **OLD** WAYS!

SOON...

ALL RIGHT... SO YOU **DO** BELIEVE IN ALL THIS **MUMBO JUMBO!** BUT THIS IS STILL **MURDER**, YOU WON'T GET AWAY WITH THIS!

YES, WE **WILL**. YOU FORGET, **ROBOTNIK** RULES MOBIUS... HE DOESN'T **CARE** IF WE KILL EACH OTHER AS LONG AS WE DON'T BOTHER **HIM!**

OH YEAH, I **FORGOT** ABOUT THAT!

NEXT ISSUE: THE **BURNING ISSUE!**

CLOWN AROUND ZONE

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN *STC* WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.

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Crayola Mini Stampers 2 Pack Winner.

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Crayola Mini Stampers 2 Pack Winner.

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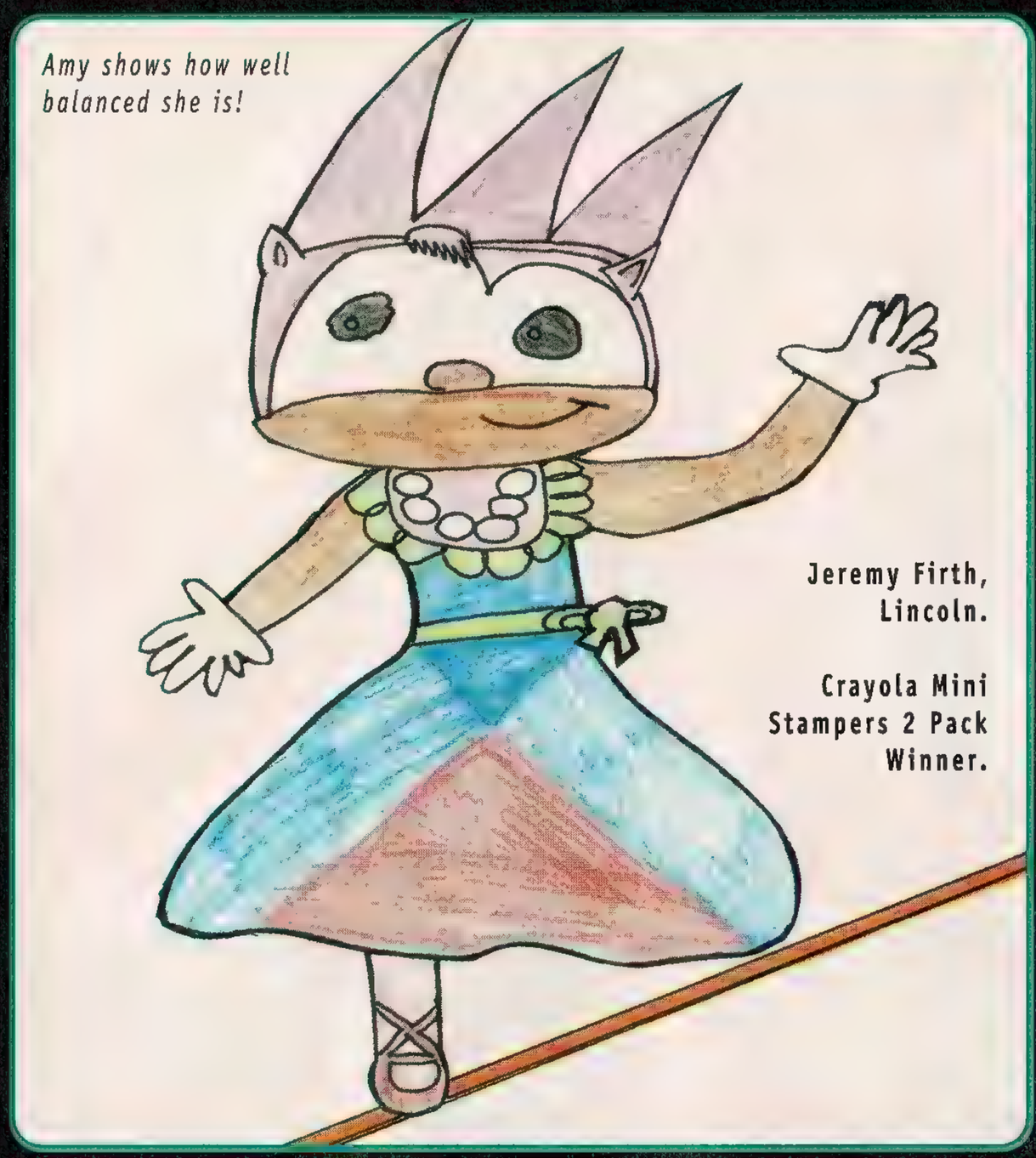
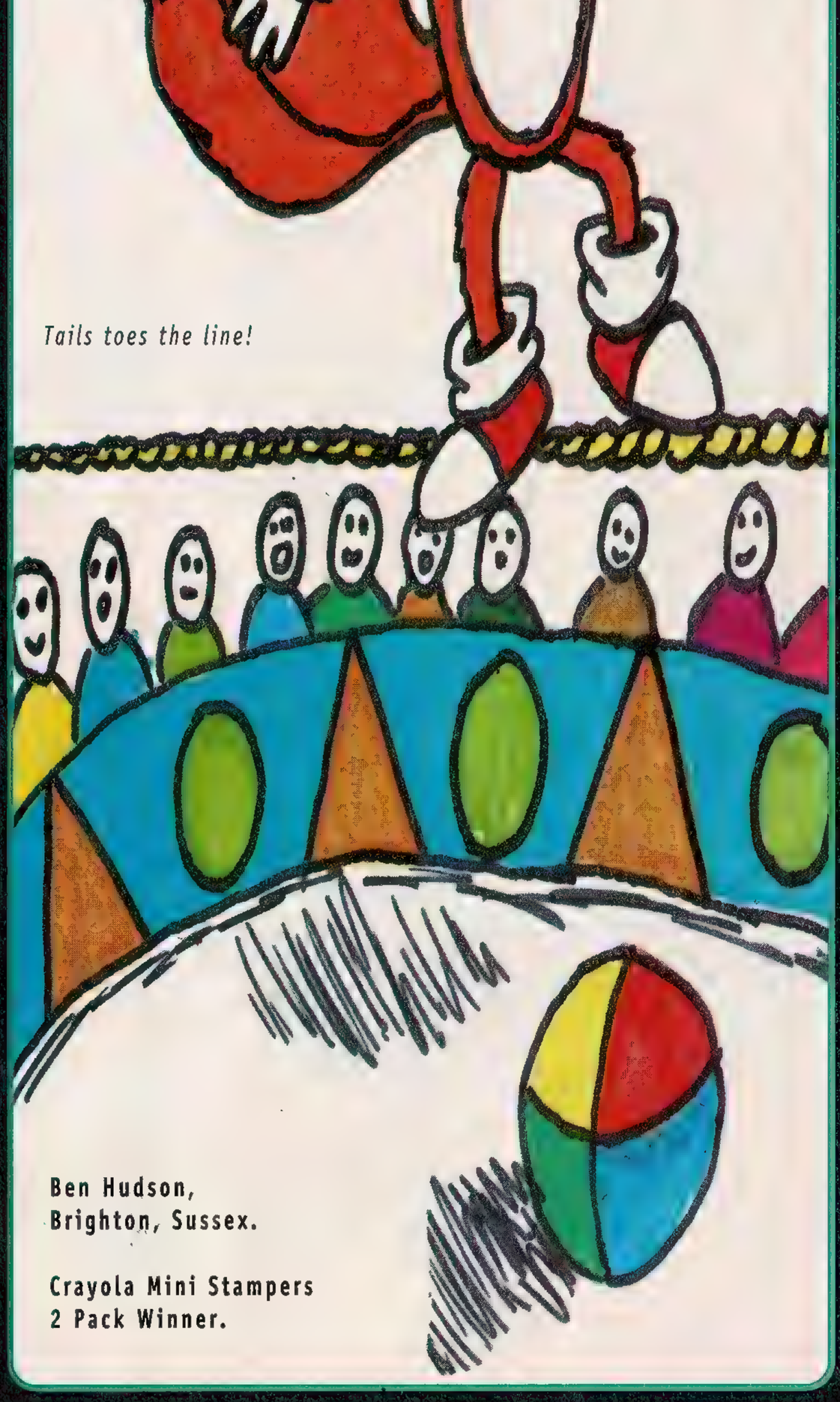
Crayola Mini Stampers 2 Pack Winner.



Amy shows how well balanced she is!

Jeremy Firth,
Lincoln.

Crayola Mini
Stampers 2 Pack
Winner.



Tails toes the line!

Oh no! Doctor Robotnik springs into more action!

Sam Willock,
Chesterfield,
Derbyshire.

Crayola Mini Stampers
2 Pack Winner.

Ben Hudson,
Brighton, Sussex.

Crayola Mini Stampers
2 Pack Winner.

To help get your handywork selected in future Graphic Zones, please take note of the following tips:-

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the comic - come up with your own ideas.

* Include your name and address, preferably written in capital letters on the back of the page.

* Send artwork to:
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MONSTER MUNCH®

MID-DAY IN THE **WOOD VILLAGE ZONE**. . .

HURRY, CHILDREN, HURRY. . .BEFORE **HE** GETS HERE!

AWK! C-COMING, MUM!

H-HE'S NOT GOING TO BOTHER **US** TODAY, I HOPE. . .

PHEW!

STOMP! STOMP! STOMP!

THOOM! THOOM!

OPEN UP, CITIZEN! THAT IS AN ORDER!

PAY YOUR TAX FOR DOCTOR ROBOTNIK — OR ELSE!

TH-THIS ISN'T FAIR! WE **ALWAYS** PAY OUR TAXES ON TIME, BUT YOU ALWAYS COME FOR **EXTRA!** W-WE CAN'T AFFORD TO PAY MUCH MORE!

TAILS

Trooper Trouble Part 1

Script: LEW STRINGER Art: CARL FLINT
Colouring: GINA HART Lettering: TOM FRAME

NEW STORY

SILENCE CITIZEN, OR I'LL, ERM, DO SOMETHING NASTY!

ULP! YES, SIR!

HMPH!

WHY DIDN'T YOU STAND UP TO HIM, GEORGE? YOU'RE BECOMING AS USELESS AS CLIVE, THE VILLAGE WIMP!

DON'T WORRY, MILDRED! I HAVE THE SITUATION IN HAND!

I'VE GOT MY CONTACTS Y'KNOW. I'VE PUT THE WORD OUT ON THE STREET ABOUT THAT TROOPER BOTHERING OUR VILLAGE. NO DOUBT **SONIC** OR **SHORTFUSE THE CYBERNIK** WILL BE ARRIVING TO HELP US AT **ANY MOMENT NOW!**

OOH! GEORGE! YOU'RE SO CLEVER!

IT'S **TAILS!**

OH, WELL. HE'LL DO I SUPPOSE.

HEY! YOU MUST BE THE DUDE WHO'S BEEN BUGGING THIS VILLAGE!

ULP! I HADN'T BARGAINED ON THIS!

UHH? IT'S NOT LIKE ONE OF ROBOTNIK'S DEDICATED TROOPERS TO **RUN FROM A FIGHT!**

GOOD! I THINK I LOST HIM!

UH-OH!

YOU'RE NOT ONE OF MY TROOP! WHICH PLATOON ARE YOU WITH, SOLDIER?

ERM. . .CAN'T QUITE REMEMBER AT THE MOMENT! 'BYE!

WHAAT?

THERE YOU ARE! DECIDED TO FIGHT AFTER ALL, EH?

OH NO! THIS ISN'T MY DAY!

KEEP AWAY FROM ME!

SOMETHING TELLS ME THIS ISN'T AN AVERAGE TROOPER!

MAYBE ROBOTNIK ISN'T BUILDING YOU ROBOTS AS **TOUGH** AS HE USED TO!

WHAMMO!

EEK!

HEY! WHAT GIVES? I THOUGHT ONLY **BADNIKS** HAD SOMEONE INSIDE THEM, NOT ROBOT **TROOPERS!**

UHHH. . .IT SEEMED LIKE A GOOD IDEA AT THE TIME. . .

I'M **CLIVE THE DONKEY!** MOST PEOPLE IN MY VILLAGE THINK I'M A REAL **WIMP** 'COS I'M INTERESTED IN **TECHNOLOGY** INSTEAD OF **SPORT**. . .SO I DECIDED TO **DISGUISE MYSELF** AS A TROOPER TO TEACH THEM A **LESSON!**

YOU'RE TELLING ME THAT **YOU** BUILT THIS **ARMOUR**?

NO, THAT WAS AN OLD TROOPER THAT **SONIC** ONCE DESTROYED! I JUST PIECED IT TOGETHER!

WOW! VERY CLEVER. . . BUT YOU STILL DID A BAD THING!

BELIEVE ME, I KNOW WHAT IT'S LIKE TO BE **PICKED ON**, CLIVE, BUT WHAT YOU DID WAS **DISHONEST** AND **DANGEROUS!** YOU COULD HAVE GOTTEN INTO **BIG TROUBLE!**

UH, ER. . .YEAH, THAT REMINDS ME...

...I THINK I'M **ALREADY** IN BIG TROUBLE! **RUN!**

YIKE! I PRESUME **THESE** TROOPERS ARE REAL?

QUICKLY, BEFORE THE FOX TAKES FLIGHT! **FIRE THE WEB-WEAPON!**

BLAM!

WE'RE **TRAPPED!**

THIS SEEMS TO HAPPEN TO ME A LOT LATELY!

RESISTANCE IS USELESS! YOU ARE OUR PRISONERS!

NO SENSE OF HUMOUR... CORNY DIALOGUE... YEP, THEY'RE REAL TROOPERS ALL RIGHT. . .

...WORSE LUCK!

NEXT ISSUE: **DESTINATION: CITADEL ROBOTNIK!**

Q ZONE

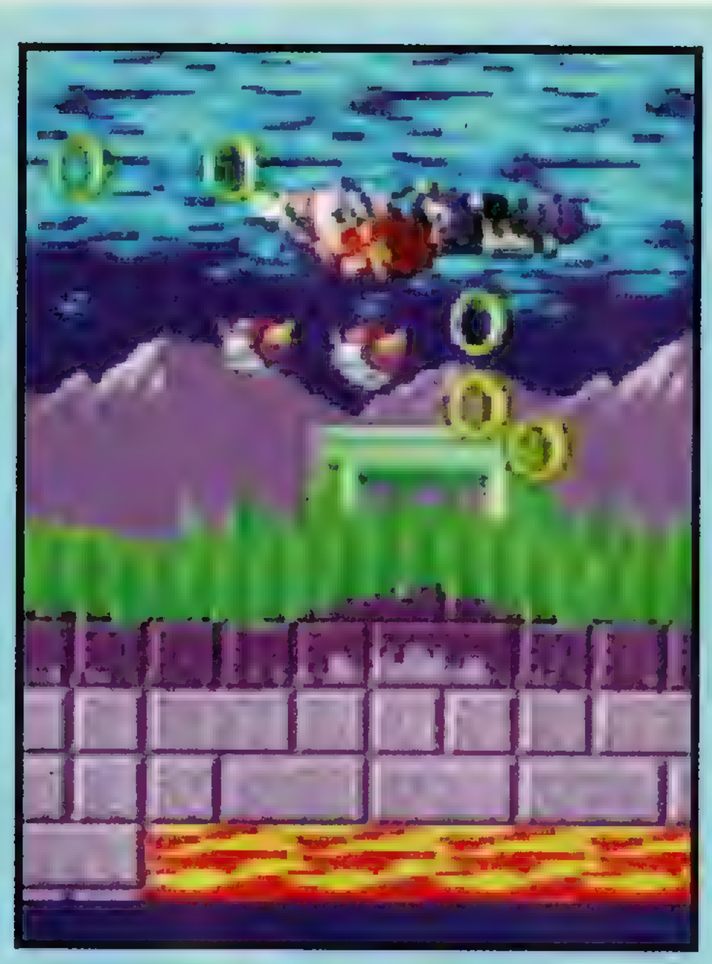
Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



SONIC THE HEDGEHOG 1

MD MEGA DRIVE

Compiled by David Gibbon.

Whether you're a complete novice to *Sonic 1* or you're still trying to complete it after all these years (shame on you!), the Q Zone is here to help Boomers stoop to conquer this classic Sega game.

Q. I'm having trouble collecting the Chaos Emeralds and completing *Sonic 1* for the Mega Drive. Any help would be much appreciated.
Ryan Mitchell, Todmorden, Lancashire.

A. Are you ready for this, Ryan? The easiest way to complete the whole game and collect all the emeralds is to *cheat*! Just follow these instructions and collecting those jewels will no longer be a problem:-

First, complete Act One of the Green Hill Zone, but make sure you have at least 50 rings. You'll now enter the Special Stage, but this can prove difficult to complete if you're not careful. The best way is to keep away from areas that have red flashing squares (i.e. the squares that end the Special Stage). While you're collecting the rings, don't move too fast otherwise you'll go out of control - so take your time. Once you've collected 60 rings, you'll hear a chime which means you've got an extra continue. Keep hitting the diamonds surrounding the emerald and it will eventually open, allowing you to collect it and end the stage!

When you complete Act Two of the Green Hill Zone, collect a few rings then press reset on your machine. As soon as Sonic waves his finger, do the level select cheat (see last issue). Select the Special Stage (which should be different this time), and complete it by collecting another emerald. Repeat this and once you've collected all six emeralds, reset the machine for the last time and use the level select to reach the last stage. Once you've completed that level, you've finished the game (phew!)

Q. I'm a new Sega Mega Drive owner and I have recently bought *Sonic 1*. Getting past the boss on the Green Hill Zone is proving a big problem. Please help me with this before I give Sonic up for ever!
John Jobling, Glasgow, Scotland.

A. Stay cool, John. The great blue one may be too fast for us mere mortals, but he's always there when you need him! Follow these instructions and Doctor Robotnik will be doomed until the next level:-

When Robotnik enters the screen, hit him a few times then get down and hide in the bottom left-hand corner. As the ball swings away from you, jump up on to the platform and hit Robotnik once. As the ball swings forward, fall to the other side of it and then go to the bottom right-hand corner. Keep repeating this action and Robotnik won't last for long.

EXTRA TIPS

If you finish each act in under 30 seconds, you'll earn an extra 50,000 bonus points!

The debug cheat in *STC* 84 also makes Sonic invulnerable! Just enter the cheat and play the game as usual. Then if you have no rings, just walk into something nasty and you'll still survive! Try using it after collecting all the emeralds as above.

The END

NEXT ISSUE: SONIC 2 - PART 1!

compo!

Chewits

compo!

WIN!
A BUNCH O' MUNCHER GEAR...

150 T-SHIRTS!
50 BASEBALL CAPS!

How would you like to join in with Chewits' jaw moving celebrations? As they're positively drooling over their fruity range of flavoured chews (blackcurrant, fruit salad, ice cream, orange and strawberry) they've given *STC* **150 T-shirts** and **50 Baseball caps.** Each one featuring the Chewits monster Muncher mascot.

If you'd like to sport some Chewits fruity gear, simply answer the following question:-

Q: Which Sega puzzle-game features a hungry pack of animals and includes chomping sound effects?
Clue: the answer has been mentioned in this issue.

Write your answer clearly on a postcard or sealed down empty envelope, add your name and address and post your entry to:-

STC/Chewits Compo
PO Box 11
Hadleigh
Suffolk
IP7 5DQ

Entries to arrive no later than the closing date of Wednesday, 18 September 1996.
The first **200** names selected at random will win either a **Muncher Baseball Cap** or **Muncher T-shirt.**
No preference can be stated. The Editor's decision is final and no correspondence will entered into.

THE THRILLWORLD THEME PARK — A NEW ATTRACTION IN THE CASINO NIGHT ZONE, WHERE SHIFTY MAX GAMBLE NEVER MISSES A CHANCE TO MAKE MONEY. . .

ROLL UP! ROLL UP! PREPARE FOR THE RIDE OF YOUR LIVES ON THE PIT PLUNGE ROLLER COASTER!

SONIC'S WORLD Scream Theme Park

COMPLETE STORY

COOL! GOTTA TRY THIS!

YEAH! LET'S GO FOR IT!

PIT PLUNGE ROLLER COASTER

ALL SET, FUN-LOVERS?

YOU BET! THIS SHOULD TAKE OUR MINDS OFF OUR TROUBLES WITH DOCTOR ROBOTNIK!

DON'T COUNT ON IT, SUCKERS! HEH, HEH!

YAAY! HERE WE GO!

Script: LEW STRINGER Art: ROBERTO CORONA Colouring: JOHN M BURNS Lettering: TOM FRAME

WHHOOOSHH!

YIIIKE! THIS IS AWESOME!

YA A A A HH H

YESSS! WE'RE HEADING FOR THE PIT PLUNGE!

ULP! A BIT DARK DOWN HERE, ISN'T IT?

BUT AT THE END OF THE RIDE, BENEATH THE THEME PARK. . .

YOU ARE OUR PRISONERS!

THE MACHINE IS READY! YOU WILL BE TURNED INTO BADNIKS! MOVE!

THE RIDE WAS A TRAP!

I WANT MY MONEY BACK!

LOOKING FOR A **FIGHT**, ROBOT?

BRAVE WORDS, FOOL! THINK YOU CAN BACK THEM UP?

DUNNO. YOU TELL ME!

BAWHOOM!

AAKK!

IT'S THE SUPER-BADNIK TRAITOR, **SHORTFUSE THE CYBERNIK!**

I THOUGHT THIS ROLLER COASTER RIDE WOULD LEAD TO TROUBLE!

PZANG!

DESTROY HIM!

WELL SPOTTED, BUCKET-BONCE!

DESTROY **ME**? YOU'LL BE LUCKY! MY ARMOUR IS THE STRONGEST ROBOTNIK HAS EVER CREATED. . .MUCH TO HIS REGRET!

SKRRAAKK!

UKKK!

YOU'RE STILL TOO LATE TO SAVE THESE WRETCHES FROM BECOMING BADNIKS, OUTLAW! **OPERATE THE PROCESSOR!**

I OBEY!

NOOO!

NO TIME TO RESCUE THEM! MUST DISRUPT POWER SUPPLY BEFORE THEY'RE TURNED INTO BADNIK CREEPS!

KRRAGKKLE!

BZZZTT!

AAAGGHHH!

HE HAS TORN THE POWER CABLE APART!

OUR MACHINE IS USELESS NOW!

UUUUUUHH. . .

YES, BUT THE CYBERNIK IS DAMAGED TOO! LET'S FINISH HIM OFF!

ZAPAPAPAPAPAPAP!

IIIK!

AAGH!

BZZZTT!

ONLY KIDDING, BOZOS!

ABOVE GROUND. . .

HEH, HEH! THIS RIDE'S A NICE LITTLE EARNER FOR ME!

I THINK YOU OWE THESE PEOPLE A **REFUND**, MISTER GAMBLE

G-G-GASP!

SO, THOUGHT YOU'D PROFIT BY SELLING CITIZENS A RIDE TO THEIR DOOM, EH, SLIMEBALL?

WH-WHAT? I DIDN'T KNOW! I JUST TAKE CARE OF THINGS UP HERE — **HONEST!**

WELL. . .I CAN'T PROVE YOU WERE INVOLVED, BUT IF I EVER **DO** FIND OUT, I'LL BE **BACK!**

HEH! TRUSTING FOOL! I'LL STILL BE ABLE TO MAKE MONEY OUT OF THAT RIDE ONCE HE'S LEFT!

OH, BY THE WAY, GAMBLE. . . FROM NOW ON, **THIS** RIDE IS **CLOSED!**

RRIPP!

AW **NO!**

STAY SAFE, GUYS!

RRRGGH! HEROES! I **HATE 'EM!**

THE END — BUT FOR WHITE KNUCKLE THRILLS **WITHOUT** THE DANGER, VISIT **SEGAWORLD!**

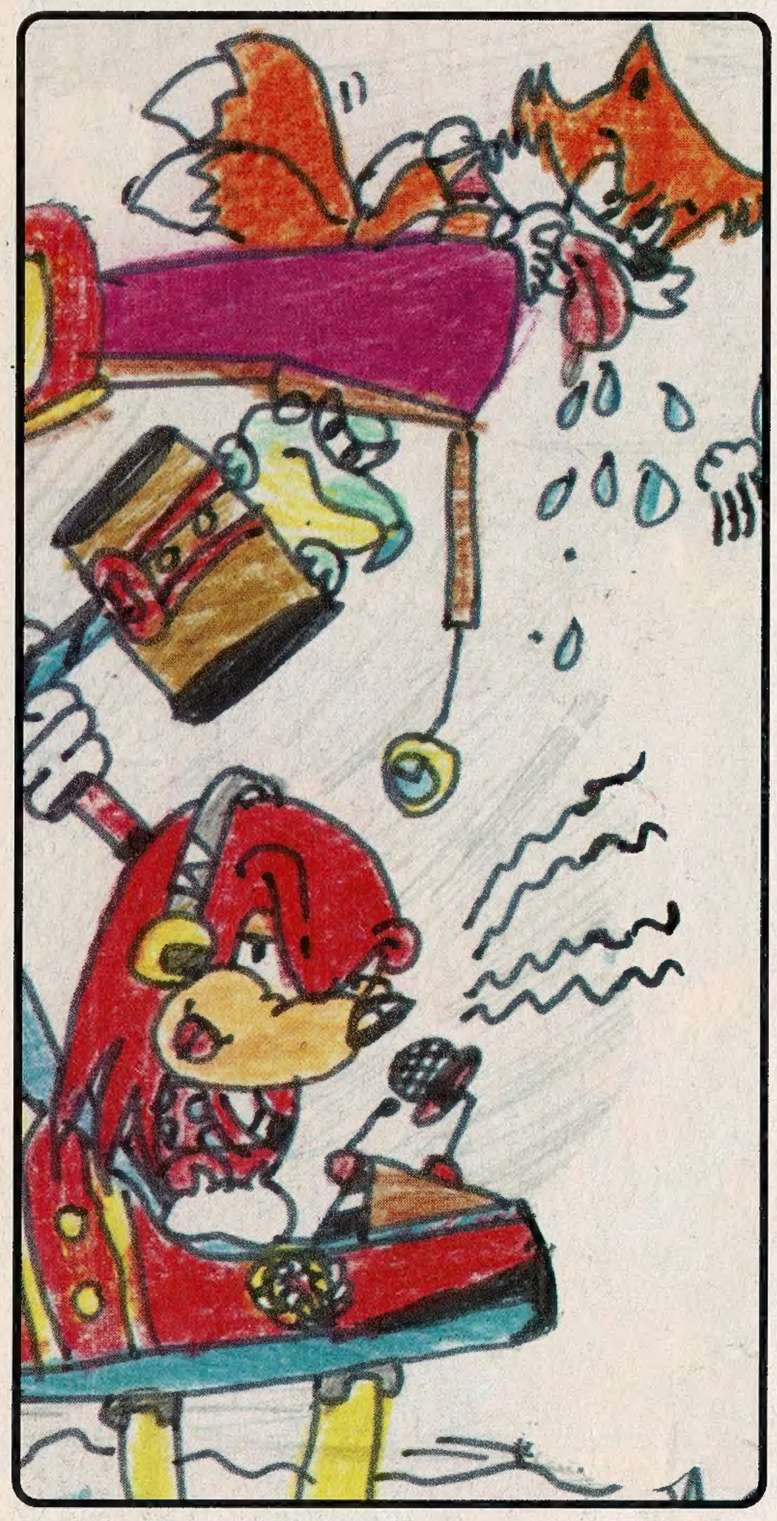
SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!

All the fun of the fair!



Yoonsik Kim, Morden, Surrey.
Sega Mega Hog Tag Winner.

Sonic, caught sunning himself in Fuerteventura, Canary Islands.

Christopher & Simon Everett, Guyhirn, Cambs.
Sega Mega Hog Tag Winners.

EASY PC!

Dear Megadroid,

This is the first time I have used e-mail as my parents have recently bought me a PC. As your comic is by far the best, I thought I'd send you a letter through the computer instead of risking headache.

Boomer Kaija, Saltburn, Cleveland, Tyne & Wear.
Sega Mega Hog Tag Winner.

No doubt Kaija, you'll spend endless hours edutaining (tech term for education/entertainment packages) yourself. Make sure you catch the special Sega PC games news feature coming soon...

TAILS YOU WIN!

Dear *STC*,

The recent Tails stories are great! What took you so long? By the way, since we've already had Sonic *and* Knuckles Specials this year, how about a Tails Special too?

Sarah Rose, Worsley, Manchester.
MD/MCD owner.
Sega Mega Hog Tag Winner.

Credit to script-hume Stringer for telling Tails so well, eh Sarah!

TOOTH OF THE MATTER!

Dear Megadroid,

Me and my friend Kevin were wondering what kind of toothpaste Vector the 'Chaotix' Crocodile uses? His teeth must be able to survive an attack from anything!

Stuart Jackman, Carterton, Oxon. MD owner.
Sega Mega Hog Tag Winner.

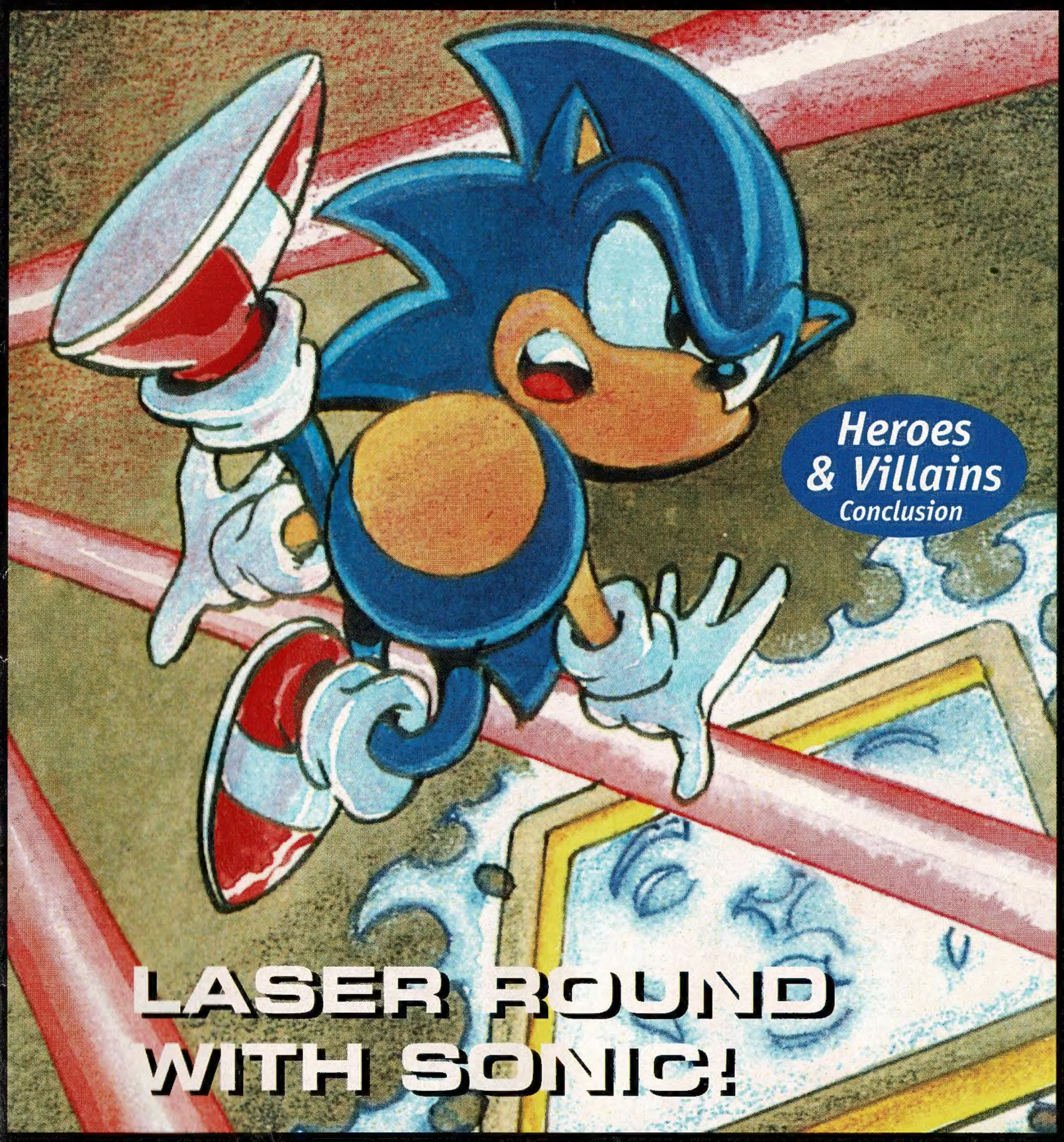
Well, Stu and Kev... I suspect it's due to his handy travel-size Ultra-bite toothpaste!

Send your e-mail messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!

NEXT ISSUE



NEW SONIC'S WORLD STORY

FUTURE SHOCK!

KNUCKLES CONCLUSION

VILLAGE OF THE DAMNED!

TAILS!
SUPER TROOPER TROUBLE!

SONIC 2!
Q ZONE REVISITED!

PLUS

SOCCER ZONE KICKIN' ARTWORK!

CRABMEAT BADNIK PIN-UP!

SATURN REVIEW: SLAM 'N' JAM 96!

STC 86

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DATA $TRIP

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ISSUE ☐ AGE ☐

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ADDRESS .....

.....

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MY FAVOURITE ...

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.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 85

☐ %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

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